

Sub G 17  
F2 10. comprising:

A computer system having a memory storing a file structure, the file structure at least two objects encapsulated within a single file, each object including data for the object and choreography information, the choreography information being defined by a document author and comprising data defining an explicit relationship between the objects within a multimedia document to dictate a temporal order of presentation between the objects; and

the file structure enabling an ordered display of the objects by a recipient upon downloading of the multimedia document, the ordered display being based on the temporal order defined by the document author and unaffected by an input of the recipient, and the ordered display being independent of a bandwidth of a communications channel used to send the multimedia document.

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F3 14. The computer system of claim 10 wherein at least one object is a generic element of a hierarchical data file structure, such that any combination of objects can be grouped together to form a part of the multimedia document.

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F4 31. comprises:

a header;  
an object archive for storing information about one or more objects, the object archive including information about the relationship of the object file with the document; and  
a multiplex section including data for the objects in the document.

F5 41. comprises:

a header;  
an object archive for storing information about one or more objects, the object archive including information about the relationship of the object file with the document; and  
a multiplex section including data for the objects in the document. --

Please add claims 63-84.

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66  
63. The method of claim 1 in which the ordered display is independent of a recipient software program used to render the objects.

64. The method of claim 63 wherein the recipient software comprises a browser, and wherein the ordered display is independent of the browser.

65. The computer system of claim 10 in which the ordered display is independent of a recipient software program used to render the objects.

66. The computer system of claim 65 wherein the recipient software comprises a browser, and wherein the ordered display is independent of the browser.

67. A method for producing a streaming multimedia document, the method comprising:  
encapsulating within a single file at least two objects;  
defining an explicit relationship between the objects to dictate a temporal order of presentation between the objects, wherein the explicit relationship is defined by the document author; and

downloading the multimedia document to enable an ordered display of the objects by a recipient based on the temporal order defined by the document author, wherein the ordered display is unaffected by an input of the recipient.

68. The method of claim 67 wherein the ordered display is unaffected by a bandwidth of a communications channel used to send the multimedia document.

69. The method of claim 67 in which each object comprises data for the object and choreography information comprising data defining the relationship of the object to other of the objects.

70. The method of claim 67 in which the ordered display is independent of a recipient software program used to render the objects.

71. The method of claim 66 wherein the recipient software comprises a browser, and wherein the ordered display is independent of the browser.

72. The method of claim 67 wherein the document comprises an HTML page having embedded objects.

73. A computer program for producing a streaming multimedia document, the computer program comprising instructions for:

encapsulating within a single file at least two objects;

defining an explicit relationship between the objects to dictate a temporal order of presentation between the objects, wherein the explicit relationship is defined by the document author; and

downloading the multimedia document to enable an ordered display of the objects by a recipient based on the temporal order defined by the document author, wherein the ordered display is unaffected by an input of the recipient.

74. The computer program of claim 73 wherein the ordered display is unaffected by a bandwidth of a communications channel used to send the multimedia document.

75. The computer program of claim 73 in which each object comprises data for the object and choreography information comprising data defining the relationship of the object to other of the objects.

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927 76. The computer program of claim 73 in which the ordered display is independent of a recipient software program used to render the objects.

77. The computer program of claim 76 wherein the recipient software comprises a browser, and wherein the ordered display is independent of the browser.

78. The computer program of claim 73 wherein the document comprises an HTML page having embedded objects.

79. A system for producing a streaming multimedia document comprising:  
means for encapsulating within a single file at least two objects;  
means for defining an explicit relationship between the objects to dictate a temporal order of presentation between the objects, wherein the explicit relationship is defined by the document author; and

means for downloading the multimedia document to enable an ordered display of the objects by a recipient based on the temporal order defined by the document author wherein the ordered display is unaffected by an input of the recipient.

80. The system of claim 79 wherein the ordered display is unaffected by a bandwidth of a communications channel used to send the multimedia document.

81. The system of claim 79 in which each object comprises data for the object and choreography information comprising data defining the relationship of the object to other of the objects.

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G 7 82. The system of claim 79 in which the ordered display is independent of a recipient software program used to render the objects.

83. The system of claim 78 wherein the recipient software comprises a browser, and wherein the ordered display is independent of the browser.